

In adventures you can explore strange new worlds without leaving the comfort of your armchair. Your computer will act as your puppet and control your senses. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a laser gun then you would enter GET LASER or GET GUN.

In each location you may find objects which you can use and manipulate in further locations to help you progress.

As this adventure is large, the program also has routines with which you can save your position to return to it at a later date.

To save the game, enter "QUIT". You will then be asked "DO YOU WANT TO SAVE THE GAME?" to which you reply "Y". You will then be asked "READY CASSETTE". Insert the cassette that will be used to save the game, press PLAY and RECORD on the datacorder, and then press any key on the keyboard. The game will take approx. 10 seconds to save.

You will notice that when you first begin the adventure you will be asked if you wish to restore a previously saved game. Normally you would answer with "N" for NO, but if you wish to load in a partially completed attempt, answer "Y". You will then be asked "READY CASSETTE". Insert the cassette, rewind to the correct position. Press PLAY on the datacorder and then any key on the keyboard. The game will continue from where you left it.

SHIP of DOOM

HINTS and TIPS:

Wear specs to find micro-battery.

Insert micro-battery into rod to get SONIC screwdriver.

Point sonic to get key.

Shine torch at beam to pass.

Cut rope and join to hook.

Look up and throw rope.

Fuse bars with mirror.

Ask for help with buttons.

When you meet the random alien, fight it out rather than running. He may be a good dodger, but you will get him.

USEFUL SENTENCES

Get specs.

Wear specs.

Get micro

Get rod.

Insert micro.

Get laser.

Point sonic (at case).

Get key.

Insert key...into hole

Shoot girl

Shoot door

Go door....at this point a random alien will appear. Always fight it out.

Shine torch....at beam.

Cut rope.

Join rope....to hook.

Look up.

Throw rope.

Climb rope.

Pay barman.

Drink drink.

Fuse bars....with mirror.

Press red.

Press orange.

Press green.

Press bottom.

Fuse bars....head back.

Press button (escape).